PlayStation

PAL

# The Adventures of ALUNDRA

## Hints, Tips and Cheats

PSYGNOSIS

PlayStation™

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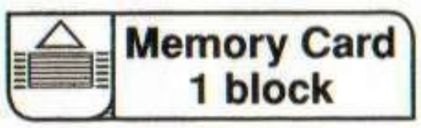


SLES-01135

PSYGNOSIS™

# THE COMPLETE BEGINNER'S GUIDE

# AWNDRA

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# HINTS AND TIPS TO GET YOU STARTED

*Alundra is a huge game, packed with excitement and adventure in a unique magical world. As the young hero Alundra, you will meet the diverse inhabitants of this strange and wonderful land, journey to many mysterious places, and explore the depths of dangerous dungeons and underground labyrinths in your quest to save the village of Inoa from an ancient evil. Along the way you will encounter many different challenges and tests, and must face hundreds of monstrous foes in combat, find the solutions to dozens of devious puzzles, and avoid some of the most fiendish traps ever created.*

If all this sounds a bit daunting, don't worry – although Alundra is a rich and complex game, it's also remarkably simple to get into and will provide you with many hours of enjoyment. To help you get started on your adventure, collected below are many hints and tips about the game...

- **Read the manual!** This booklet is a companion to the main manual, and you should read that first for full instructions on how to start the game and control Alundra in his quest. The manual also contains important background information about Alundra's world, details of many of the weapons and other items that you will find, and descriptions of some of the more common monsters you will encounter. All of which is vitally important in helping you to complete the game.

- **Watch the introductory movie.** As well as being very pretty, it gives you a sneaky peek at some of the later areas of the game, and even some clues as to what you should do.

It's also a very good idea to keep a pen and paper handy while you're playing Alundra, so that you can quickly note down any clues, hints, or other important information that may come in handy later. Alundra is a big game, and trying to remember everything is almost impossible.

● You can **save your progress** in Alundra at several points, and you should always take the opportunity to do so whenever possible. The world of Alundra is a dangerous one, and you can be killed in many and various unpleasant ways.

● **Talk to everyone you meet in your travels**, and pay attention to what they say – often people will give you clues, hints, and other helpful advice. Likewise, you should talk to everyone again after having completed a quest or other task – often they'll have different things to say. Finally, some people will give you more information if you talk to them several times in a row.

● On a similar note, always **pay special attention to what happens in any dream sequences** you have. There are often important clues and hints about forthcoming events.

● **Keep an eye on your health**, (the red diamonds at the top of the screen). Try to make sure you're fully healed before entering a new area, and carry as many healing items (the Herbs, Strength Tonic, Strength Elixir and Wonder Essence) as possible. It's a good idea to select Herbs as your current item before entering a fight, then you can heal yourself with a simple press of the circle button.

● **Crates are always destroyed when you throw them,** regardless of where they land. Barrels, on the other hand, are only destroyed if they hit a monster. As such, you can use them to keep pressure plates pushed down, or to create a step so that you can jump up to a higher place.

● Remember that while new armour or boots are equipped automatically, **weapons and items must be selected from the Status Screen**. Different weapons have different strengths and weaknesses, and some are more effective than others against different monsters, so be sure to experiment.

● **Try to explore every area you enter** as completely as possible. Although you can return to most places later, some areas can only be entered once, and if you've missed anything, you won't get another chance to find it.

● **Always make a complete search of every area you enter. The world of Alundra is filled with hidden items, secret areas, and lots of other bonuses just waiting to be found. Try picking things up, pushing or pulling them, and keep a sharp eye open for anything out of the ordinary.**

● Both of the previous points are particularly important because, although there are an unlimited number of some items (such as Life Drops and Gilder), **most of the more powerful objects (like Life Vessels and Gilded Falcons) only exist in limited numbers.** Finding all of them is one of the biggest challenges.

● Although many of the monsters you encounter can be avoided, **it's normally a good idea to kill everything.** As well as the Life Drops and Gilder that you often find, killing all the enemies in an area can trigger special events, open secret doors, or provide you with bonus items.

● **Outside of Inoa Village, always keep a careful eye open for traps and other dangers. Although many of the earlier traps are obvious, as the game progresses they become harder and harder to spot. The key to avoiding most of them is timing – often you can trigger them by moving close and then backing away, or dodge them by running (hold the triangle button and press a direction).**

● **As well as defeating monsters and avoiding traps, Alundra must solve a variety of puzzles, some simple and some extremely complex. Examine the area of a puzzle carefully – there will nearly always be a hint or clue somewhere nearby. Again, while some of these are very obvious, others are quite cryptic and obscure, particularly later in the game.**

● **If you're completely stuck on a puzzle, try coming at it from a completely different angle. Think carefully about what you've already tried and any clues you've found, and see if there's something you've missed. It might even be a good idea to talk it over with a friend – they may think of something you didn't.**

● Always bear in mind that **pressure plates, levers, and other devices often have effects on other areas in your current location.** If activating something seems to have no effect, go back and explore previous areas and see if anything's changed, or move onwards if possible – you can usually come back and try it again later.

● Many of the puzzles in Alundra are reset when you leave the immediate area. If you're having trouble with something that needs to be performed in a specific sequence, try going back to a previous screen and then returning.

● If you get lost, confused, or forget what you're doing, go and **visit Yustel, the fortune teller in Inoa Village.** For a small sum she'll show you a map of the world, with the place you're supposed to go to next highlighted. She'll also restore your health and magic power to maximum. If she's not there, it may mean that you have some task to complete in the village itself.

● **Don't give up! No matter how hard they seem, all the puzzles in Alundra *can* be solved. Sometimes all you need to do is take a break and come back to them later.**

**Bear these points in mind, keep your wits about you and one hand on your sword, and you'll soon be well on your way to saving the village of Inoa from the dark forces that threaten it. If you're having real problems or are completely stuck, though, the following pages contain detailed guides to the first few areas you encounter in Alundra.**

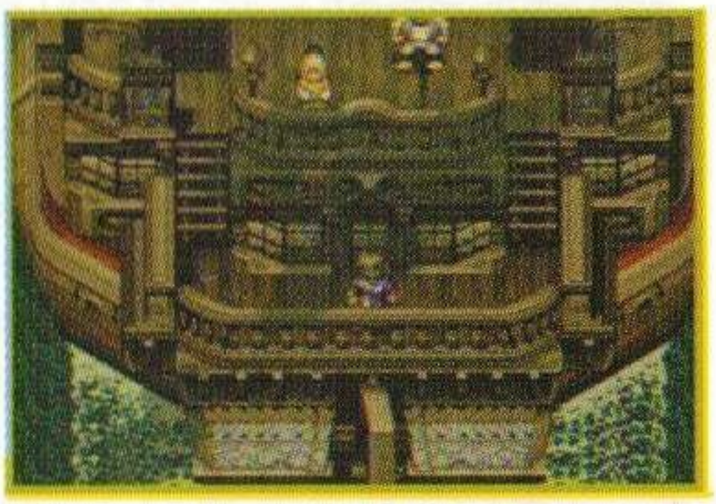
The following pages feature *complete* solutions to the first few areas of Alundra. If you want to solve the problems and puzzles yourself **do not continue reading**, as you will spoil the game. You should only read these sections if you're completely stuck or want to see exactly how the game works.

# STEP BY STEP GUIDES

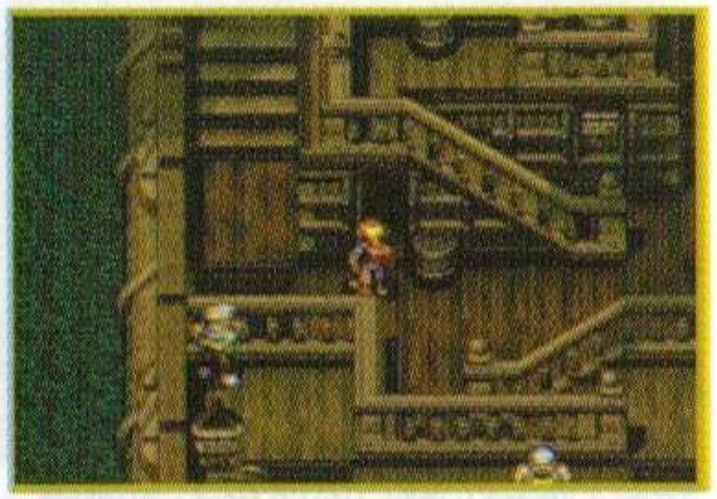
In case you get stuck in your early adventures as Alundra, here are complete solutions to the first few areas you will encounter in the game. Remember, reading these sections will tell you everything you need to know, but it will also spoil the fun of discovering things for yourself...

## The Ship

*Alundra begins his adventure as a passenger aboard the Klark, a sailing ship carrying him to Inoa. Spurred by his recurring dreams, he has decided to journey to the village himself and find out exactly what's going on...*



- After a brief animated sequence, you begin the game standing at the aft of the Klark. Take some time to get used to moving Alundra around, and talk to the other passengers and crew if you like. If a sailor asks you whether you've forgotten where your cabin is, answer 'no'.



- Walk up to the first blue door you find, and after it opens, go inside. Here you'll find Captain Merrick. Talk to him, then go back on deck.

- Walk up the left-hand side of ship until you come to the last two doors before the bow. Enter the left-hand door and talk to both the sailors inside. Notice that there's a pile of crates in front of a crack in the wall on the right. Practise picking them up and throwing them around.

- Leave the cabin and walk back down towards the aft of the Klark. Enter the room just ahead of the Captain's quarters, and you'll find Merrick steering the ship. Talk to him once again, and then leave the room.

● Go back to the two doors at the bow, and enter the one on the right. This is Alundra's cabin. Walk over and get into the bed.

● A dream sequence will begin, in which Lars and Melzas appear to you. Pay attention to what they say.

● When you wake up, the ship will be shaking as a huge storm hits. Your door will be jammed, so move into the crack you noticed earlier, and while holding left on the joypad, repeatedly press the square button to pick up the crates and throw them out of the way. When you've finally cleared yourself a path, use the door to go back on deck.

**An animation will begin, in which the storm wrecks the Klark, and you're swept overboard...**

## Inoa Village

After a short while, you'll find yourself washed up on a beach. A moment later a man appears, and carries you off to Inoa Village...

● When you wake up, Jess will explain where you are and point out the Diary (a save point) on the desk beside the bed.

● After Jess leaves, get out of bed and save your game, then go downstairs.

● Talk to Jess again and leave the house. A girl called Sybil will speak to you, and then you can explore the village. Wander around and talk to everyone you meet.

● Go to the left-hand side of the village, and enter the house next to the doghouse. Here you will come across an old man in bed, with two children and an adult standing around. Talk to all of them in turn, and you will be told to go and speak to Septimus.

● Leave the house and walk up the steps to the house immediately behind it. Go inside and talk to Septimus. He will tell you that in order to save the old man, Wendell, you must retrieve the Book Of Elna, which Septimus thinks can be found in Tarn Manor...

## Tarn Manor

● Tarn Manor is directly east of Inoa Village. To reach it, leave the village and walk to the right until you come across a large building surrounded by a stone wall. Look at the signposts for directions.

● When you enter the Manor's grounds, a group of Murg will jump out and then run inside. Enter the Manor, and a vision of Melzas will appear, locking all the doors and causing the Murg to attack you.

● Fight off the Murg, and when you kill the last one the door directly ahead of the entrance will open. Go inside and fight another group of Murg, which will result in a chest dropping onto the table in the middle of the room. Open the chest to gain a Strength Tonic.

● Go back into the hallway and take the right-hand staircase. Although the corridor is blocked, there's a chest here, which you should open to get a Herb. It's a good idea to go to the Status Screen and select the Herb as your current item. Then, if you need to heal, just press the circle button.

● Go back downstairs and take the left-hand staircase. Kill the Murg guarding the corridor, and you'll come to a locked door.

● Go back downstairs again, and enter the small doorway between the middle room and the left-hand staircase.

● Flip the lever in this room to open a secret door behind the staircase. Enter the hidden passage and go down the stairs to the next room.

● Kill both the Slimes in this room to open the gate. Go through and stop at the start of the next passageway. Run along this passage to dodge the rocks which fall down from above.

● In the next room there are two levers and a moat. Pushing both levers to the right will extend a bridge across the moat, but be careful not to trap yourself.

● Go through to the next room, and you'll see several spiked ball traps. Notice how the balls cast a shadow on the ground beneath them. Trigger the traps by moving close to the shadow until they begin to shake, and then backing away as they fall down. Open the chest, and you'll get another Herb.

● Walk down the stairs to the next area, and you'll see a pressure plate on the floor, along with two barrels and a closed gate. Pick up one of the barrels and throw it onto the plate to open the gate.

● The next room has more spiked ball traps, and four pressure plates. Carefully trigger all the traps, throw a barrel onto each plate to open the closed gate, then move onwards.

● Walk up the stairs to the right and pull the lever in the room you come to. Walk through the door at the end of the corridor, and enter the next room.

● Move carefully up the passageway, dodging the rolling spiked ball by ducking into the alcoves. Open the chest to get another Herb.

● In the next room there are two more chests – but you should notice that they're sitting in shadow. Carefully set off both spiked ball traps, and then open the chests to get another Herb and your first Gilded Falcon.

● This room has a lever that can be set in several different positions, and three gates. Push the lever to the right, opening the middle gate, and then enter.

● Return to the room with the three gates, push the lever to the left to open the gate on the right, and then go through it.

● The next room is very large, and features four pressure plates as well as several moving spiked balls. Watch how the balls move, and then walk over each of the plates. When you've pressed all of them, a platform will drop down, allowing you to reach the chest in the middle of the room. Open the chest to get a key, and then go up the ladder in the top left of the room.

● The next room contains another chest, which you should open to receive a Life Vessel, which permanently increases your maximum health.

● Exit through the door, and you'll be back in the hallway of the Manor. Go back up the left-hand stairs and the key will allow you to open the locked door – just walk up to it and Alundra will use the key automatically.

● Enter the room beyond the door and open both the chests to get a Gold Bar (30 Gilder) and a Herb. Then grab the book on the table the middle of the room – this is the Book Of Elna. Leave the room to trigger another vision of Melzas. Don't worry about him just yet – there's a long way to go before you have to deal with him in the flesh.

● Leave the Manor and return to Inoa Village. Go back to Wendell's house, and Septimus will explain that the book will allow you to enter the dreams and nightmares of others. At which point, you will enter the dream of Wendell and try and save him...

# EXTRA TIPS & GETTING MORE HELP

By now you should be well on your way to saving Inoa Village from the vile plans of Melzas. This booklet, though, has only scratched the surface of Alundra, and there are many more challenges ahead before you finally defeat the evil demon himself. If you start to find it tough going, help is at hand in the form of Part 3 of the Official UK PlayStation Tips magazine, which should be in your local newsagent now and contains a complete solution to all the puzzles and other tasks you must complete to finish Alundra's quest. With the exclusive voucher in this booklet, you can get hold of a copy for the bargain price of only £2.99! For full details, see the voucher on the page 15... Finally, good luck in your adventures in the world of Alundra...

TIP As you explore Inoa Village and the surrounding lands, you'll often come across small clumps of bushes and other plants. You can cut these down with your weapon, and often you'll uncover a Life Drop or some Gilder hidden in their branches. So if you're in need of healing or are short of money, a quick herbicidal rampage will often help you out.

Remember – you can only save your game at certain places in Alundra, so be sure to do so whenever you can. The first save point is on the upper floor of Jess's house in Inoa Village, next to the bed where you wake up after being found on the beach. Always go back here and save whenever you return to the Village.

Combat in Alundra is all a matter of timing, especially at the start of the game before you find more powerful weapons. All the monsters have different attack patterns, and some have special strengths or weaknesses. By paying careful attention to your foes, you should be able to anticipate their actions.

In some chests and secret areas, you'll find Gilded Falcons. Later on, you'll be able to exchange these for special weapons, armour, and other useful objects, but there are only a limited number of them in the game and you'll need to find all of them to get the best items – so keep your eyes peeled.

Many of the dungeons and other underground areas in Alundra contain Warp Plates. These glowing purple squares will teleport you to a special safe area. Here you can save your game, and recharge your health and magic power by standing on the green and brown triangles.

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